RIFLEMEN – UNSC ARMY INFANTRY UNIT

INFANTRY – BUILD RATING 2

MOVE	SOAK	REACT	MELEE
6/9”	0	7/9	1

DAMAGE	3

WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	10/20”	ALL	3	1	2
Suppression (+1): Add 1 to all enemy Suppression Tests.					
Frag Grenades	6”/-	ALL	3	1	0
Blast: Ignore Terrain when determining Firepower Rating.					
Cooldown: May only fire once per Game Turn.					

WEAPON UPGRADES	RANGE	ARC	AP	AT	AA
Heavy Machine Gun	10/20”	ALL	6	1	3
Move or Fire: Element gains a Cooldown Token when it moves.					
Suppression (+2): Add 2 to all enemy Suppression Tests.					
Rocket Launchers	12/24”	ALL	1	5	4
Lock On: Gain +1 Firepower Rating when firing at Long Range.					
Devastating (FLY): Gain +1 Firepower Rating shooting at Flying Elements.					

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TYPE

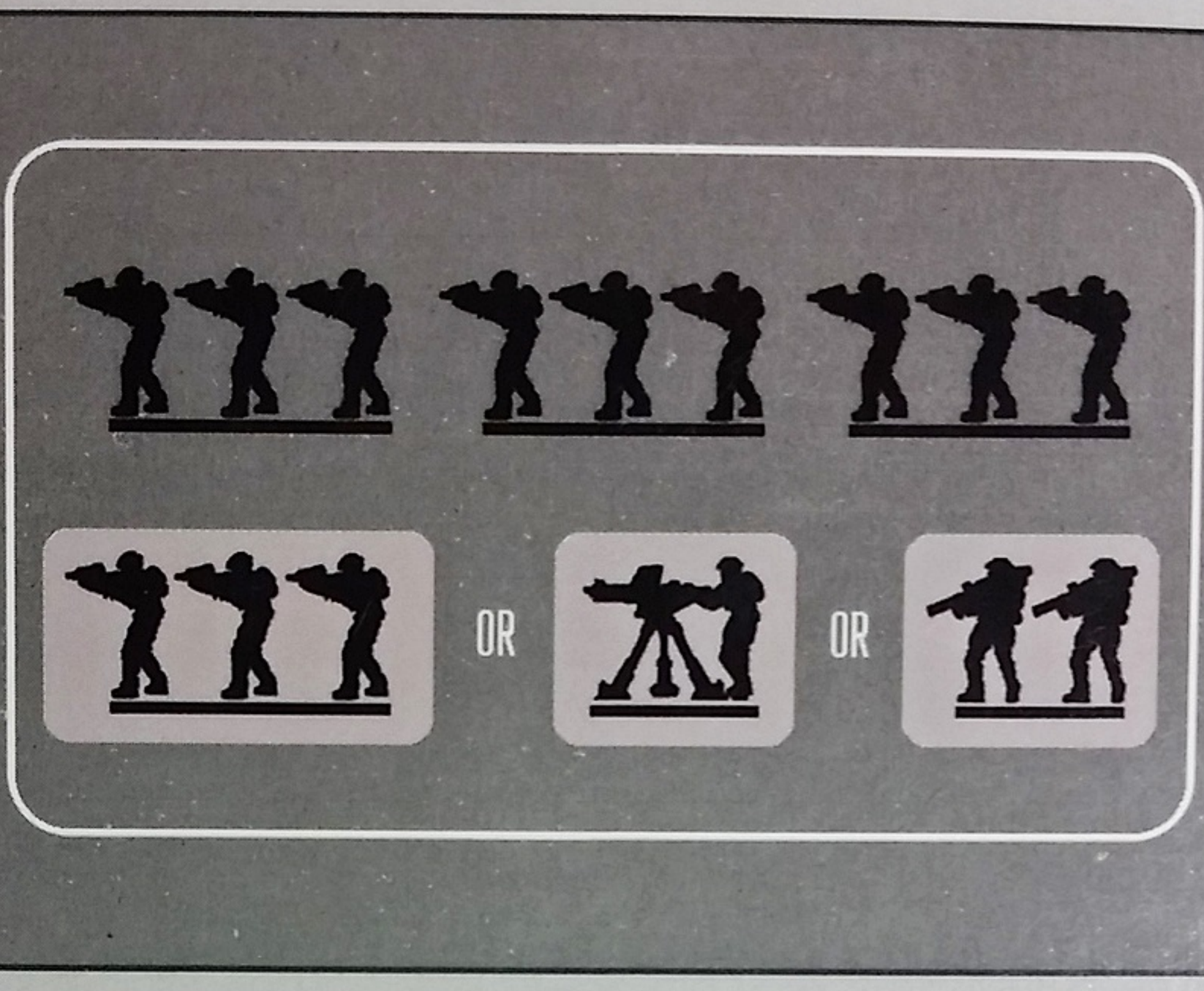
INFANTRY

ELEMENTS

4

POINTS

120



UNIT UPGRADES

Weapon Upgrade: Up to 1 Element in the Unit may replace its existing weaponry to become a Weapons Team chosen from the following:

- Rocket Launchers for +15 Points to the Unit's Cost.
- Heavy Machine Gun for +15 Points to the Unit's Cost.

SPECIAL RULES

Battle Squad: The UNSC Player may field 2 Requisite Riflemen Units combined into a single larger formation known as a Battle Squad. Units combined in this manner must be clearly noted in a player's Force List. The Units that combine become a single Activation and 4 Victory Points are awarded to the opponent when the last Element within a Battle Squad is Destroyed.

The core fighting units of the UNSC Army are well-trained, disciplined, and motivated men and women tasked with the defence of the humanity across a myriad of planets and battlefields. It is because of their tenacity that humanity has survived as long as it has against the overwhelming technological and numerical superiority of the Covenant military, and it is on Reach that they will have their finest hour.

Riflemen units are equipped with a wide variety of Small Arms (Assault Rifles, Grenade Launchers and Shotguns) but can be reinforced with Heavy Machine Guns or Rocket Launchers.

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